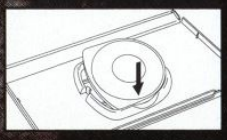
KONAMI
SILENT HILL®
ORIGINS

PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.

Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.
Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

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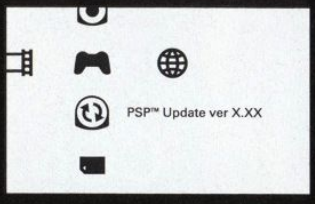
SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the PSP®Game.**
- **Do not cancel the update before completion as this may cause damage to the PSP® system.**

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: **yourpsp.com**

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

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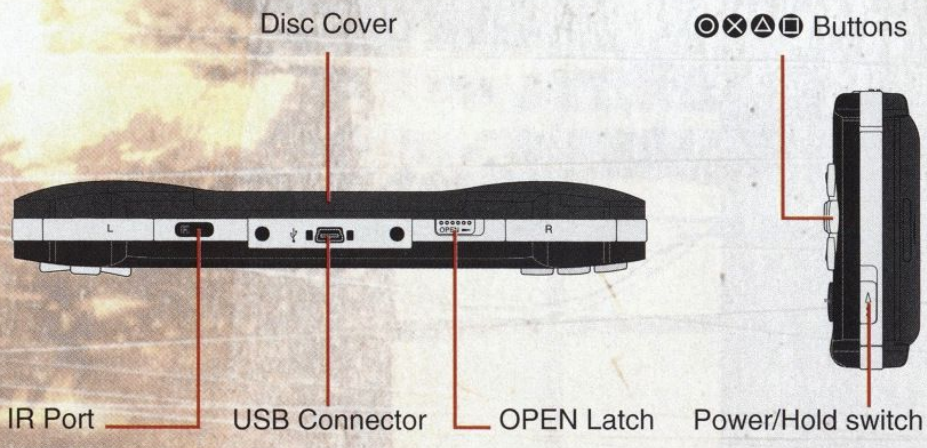
Thank you for purchasing Silent Hill® Origins from Konami. Please read this manual thoroughly before playing the game. Also, please keep this manual in a safe place so you can refer to it easily later. NOTE: Konami does not re-issue manuals.

Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.

GETTING STARTED
STARTING UP



SETTING UP

Set up the PSP® system according to the instructions in its instruction manual. Turn the PSP® system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Silent Hill Origins disc with the label side facing the rear of the PSP® system and then securely close the disc cover.

Select the icon from the Home Menu and then select the ○ icon. An image of the software will be displayed. Select the image and press the ✕ button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

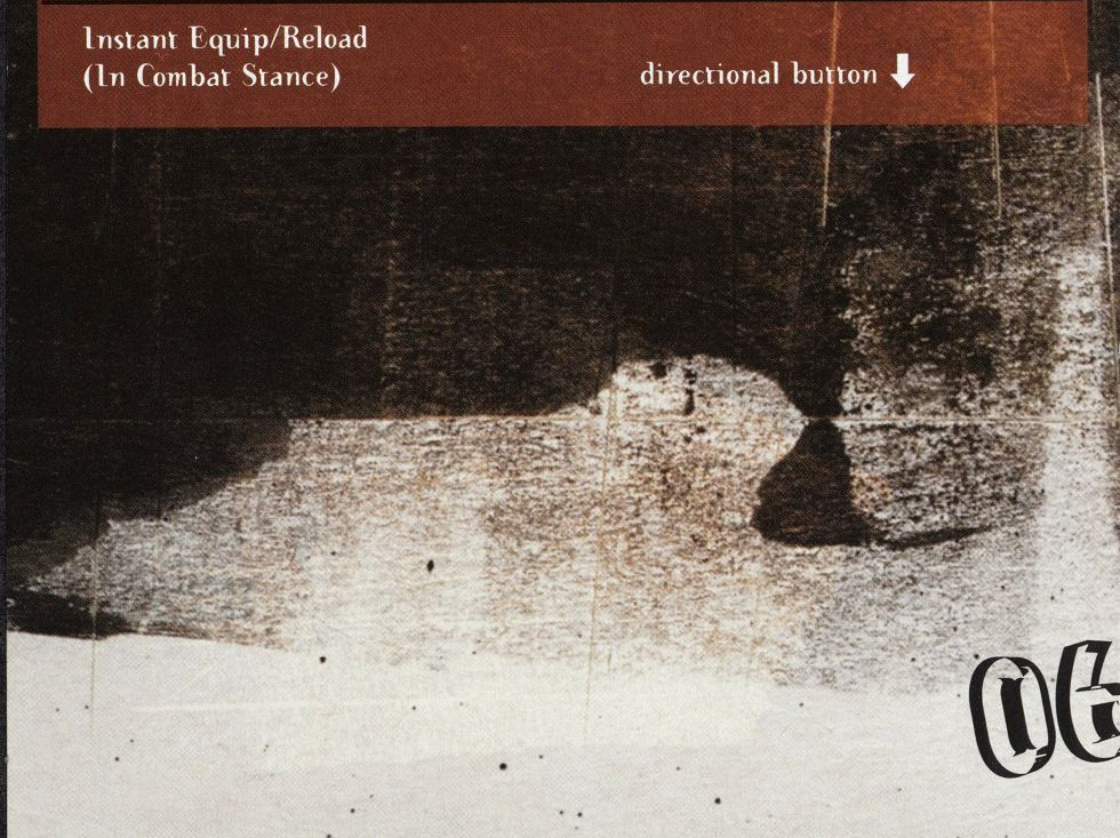
To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP® system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

Navigate menu/Highlight menu item	←→↑↓
Select highlighted menu item	✕
Previous screen/Return to Main Menu	○

CONTROLS

CHARACTER MOVEMENT AND ACTION

Move	analog stick
Open Inventory Screen	SELECT
Open Pause Menu	START
Open Map	△
Pick Up Items/Finishing Move/Interact	✕
Run	□
Flashlight	○
Centre Camera	L
Combat Stance	R
Attack/Shoot	✕ (in Combat Stance)
Cycle Inventory	directional buttons ← and →
Toggle Melee/Firearms	directional button ↑
Instant Equip/Reload (In Combat Stance)	directional button ↓



INTRODUCTION

THIS IS SILENT HILL

Travis Grady is alone in his solitary trucker lifestyle. He's content to live his life one mile at a time, making as few connections as possible. It's not that he doesn't have a personal history, but he'd much rather leave the past in his rearview mirror.

His latest delivery takes him past a sleepy northeastern town called Silent Hill. Suddenly, something runs across the road, and Travis is forced to swerve out of the way. Leaving his cab to investigate, he spots a young girl, who quickly runs away. Worried she might be hurt, Travis follows.

He comes to a flaming house on the outskirts of Silent Hill. A girl screams from somewhere in the fire, and Travis rushes inside to help. He fights through the flames, the black smoke burning in his lungs. He finds the girl, but eventually gives in to the strain and blacks out...

...He wakes up in Silent Hill.

ENTERING SILENT HILL

MAIN MENU

When the game boots up, you will be taken to the Main Menu. While at the Main Menu, use the analog stick or directional buttons ↑ and ↓ to highlight an option, press ⊗ to select, and press ◎ to go back to a higher set of options or the previous menu.

Continue: Return to Silent Hill by loading the most recent saved game.

Load Game: Load a previously saved game and continue your progress.

New Game: Begin a new trip to Silent Hill.

Tips: View 13 hints and tips on how to survive in Silent Hill Origins.

NEW GAME

At the Main Menu, select NEW GAME to send Travis into Silent Hill. After selecting NEW GAME, you'll be taken to an options screen. Use the directional buttons to select Yes or No for Subtitles, and press ⊗ to confirm. You may then select your Brightness settings and press ⊗ to confirm your choice. If you need to go back to a previous option, use the directional buttons to go up and down.

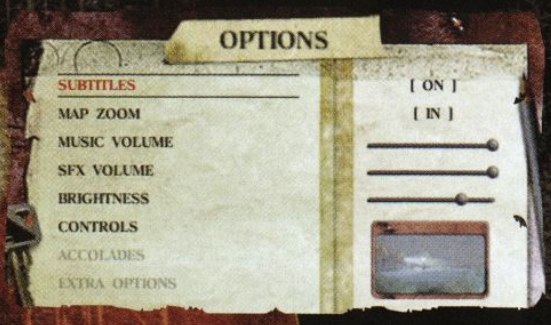
CONTINUE & LOAD GAME

At the Main Menu, select CONTINUE or LOAD GAME to access saved games. Press the analog stick or directional buttons ↑ and ↓ to cycle through the saved games, and then press ⊗ to confirm your choice to continue from a saved game. CONTINUE will automatically select the most recently saved game.

TIPS

Silent Hill Origins is a new entry in the Silent Hill saga and features a number of new gameplay innovations. The Tips menu will explain how the game is played for new players, or serve as a refresher to longtime fans.

ENTERING SILENT HILL



OPTIONS

You can access the Options screen by bringing up the Inventory during the course of a normal game and selecting Options by pressing ⊗. Highlight the option of your choice and then press the directional buttons ← and → to set the desired level. Press ⊙ to exit. Default settings are bold.

Brightness: You can toggle different settings depending on your current lighting conditions.

Subtitles: Toggle on-screen subtitles on or off.

Map Zoom: Set map to automatically be zoomed in or out when activated.

Music Volume: Adjust the volume of the music.

SFX Volume: Adjust the volume of the sound effects.

Controls: View the control scheme.

Accolades: View the accolades that you have earned so far.
(Only accessible after completing the game at least once.)

Extra Options: Activate certain extra options after you beat the game.
(Only accessible after completing the game at least once.)

USING YOUR MAP

The map (accessed by pressing △) is an essential tool for getting around the town of Silent Hill. As you find new areas, clues, items, or objectives, Travis will mark them on his map so that he doesn't forget where they are. You can press ✕ to zoom in and out. Use the map to plan your route around town, but be mindful of the fact that sometimes, things in Silent Hill are not what they seem. Obvious paths may be blocked or destroyed, forcing you to take a detour.

INVENTORY SCREEN

1. **Status:** Travis' health status is displayed here. When it is green, Travis is in perfect health. As it fades to red, Travis goes from good health to poor, and eventually to death. The flashing of the status screen and the sound of Travis' beating heart help clue you into his health. It beats and flashes faster the lower his health gets.

2. **Notes:** View the notes and clues you've collected during the game.

3. **Options:** Open the Options menu to adjust certain in-game settings.

4. **Inventory Menu:** Press L or R to cycle between Items, Supplies, Melee, and Firearms. If you have unlocked new costumes, they will be displayed on the inventory menu as well.

5. **Item:** You can cycle through your equipment and check its status here.

6. **Explanation:** A brief sentence describing the currently shown item will be displayed.

PLAYING THE GAME

SAVING

You can interact with red symbols during the game in order to save your progress. Press ⊗ to interact with them, and then select a slot and press ⊗ again to save your game.

MOVEMENT

Control Travis using the analog stick. Travis usually walks at a normal pace, but pressing ■ will make him break into a run. Running makes more noise than walking, which can alert monsters to your location. However, if you're being attacked and are near death, running may be your best option.

Note: Travis cannot run forever! He has a stamina level that decreases as you fight and run. If you do too much, Travis will get tired. If you need a boost of stamina, try an Energy Drink or find somewhere to rest.

FLASHLIGHT

The flashlight allows Travis to see in the dark, but it can also show monsters exactly where he's standing. It's useful, and sometimes necessary, but be careful when you use it. If you're low on health and a monster spots you, it may be worth turning off the light with ◉ and running away. At the same time, using the flashlight may be the only way to spot monsters without walking into them.

INTERACTION

A vital part of the Silent Hill experience is exploration and puzzle solving. Pressing ⊗ allows Travis to pick up key items, turn keys, open doors, and interact with the environment. Searching areas and finding all the items is fundamental to completing Silent Hill Origins. You will notice Travis turning his head to look at any objects or areas that can be interacted with.

PLAYING THE GAME

MIRRORS

As Travis begins his travels through the town, he'll quickly come to realize that there is another world festering below the surface of Silent Hill. While Travis is sometimes pulled into this world against his will, he can also enter and exit it willingly. When you locate a mirror, face it and press ⊗ to touch it. Travis will reach out and the mirror will ripple. Reality will bend and warp around him, replacing the normal Silent Hill with the Other World. In order to return, he can simply repeat the process in reverse.

Some puzzles or areas can only be solved or traversed in the Other World, and vice versa. Seemingly mazelike corridors can turn into straightforward paths once Travis passes between worlds. Proper usage of mirrors will be required for Travis to make it out alive.

COMBAT

WEAPONS: Travis is not an expert fighter, but he is good enough to wrestle his way out of bad situations. He can use his fists, guns, or makeshift weapons that he finds around the environment. Press R to go into a combat stance. Once he's in that position, Travis will attack when you press ⊗. If you press forward or hold ⊗ before you attack, you can execute another kind of attack. These attacks can cause extra damage, knock enemies down, or give you room to run and escape.

GRAPPLING: If an enemy gets too close, it may engage Travis in a grapple. The camera angle will change as the enemy attacks. Instead of going into the combat stance and attacking, you will have to defend yourself by following the instructions as they are displayed on-screen. Succeed, and Travis fends off the threat. Fail, and he takes damage.

FINISHING ENEMIES: After defeating an enemy, Travis should finish it off. This is done by approaching the fallen enemy and pressing the ⊗ button outside of the combat stance. If you fail to finish enemies off, they will get back up to attack you once again. If you can still hear static, there is still at least one enemy around. Be careful!

PLAYING THE GAME

ITEMS

ITEMS: Items assist Travis in his quest through Silent Hill. Health Drinks refill health, while other items can be used during puzzles. Items that are needed for special situations or to unlock new features are key items. Travis begins the game with his flashlight and radio. The flashlight provides a way for Travis to see the environment around him, and can be toggled via the ◎ button. The radio doesn't seem to pick up anything but static. Whenever enemies get close, the static increases in volume, warning you of their proximity. The enemies cannot hear the radio, so turning it off would be extremely foolish.

WEAPONS: Travis needs weapons in order to survive in Silent Hill. When you see a potential weapon in the environment, press ⊗ to grab it or ⬇ button to grab and immediately equip it. Travis can use boards, sticks, guns, or even televisions. There are a number of weapons throughout Silent Hill that Travis can utilize.

By pressing the ⬅ or ➡ buttons, Travis can quickly equip his available weapons from the inventory. Pressing ⬆ on the directional buttons will toggle between melee and firearm weapons. Be careful – weapons can break! Non-firearm weapons wear out over time. Each time you strike a monster with a weapon, it's closer to breaking. Guns need ammunition, and once you run out of ammo, the gun isn't much use. You can keep track of how broken your weapon is by pressing SELECT to access the inventory menu and locating the weapon in your inventory.

CHARACTERS

TRAVIS GRADY

Travis Grady is an ordinary trucker with a troubled past. His sleep is frequently interrupted by nightmares, though he can never remember exactly what they're about -- he only knows that they're terrifying and eerily familiar.

ALESSA

A mysterious girl who Travis saves from a fire. He's later told that she died, but... why does she keep appearing?

DR. KAUFMANN

Dr. Kaufmann is a cold and scientific man who works at Alchemilla Hospital. He's been seen around the local religious group, though it's not known if he's actually a member, or if he's merely observing the cult's behaviour.

CHARACTERS

DAHLIA GILLESPIE

Dahlia is a devout, almost fanatical follower of the local religion. She has raised her daughter Alessa to do whatever is necessary for the good of the cult -- even if it means the ultimate sacrifice.

NURSE LISA GARLAND

Travis meets Lisa at Alchemilla Hospital, where she seems kind-hearted, flirtatious, and innocent. How long she can stay this way in the darkness of Silent Hill remains to be seen...

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